Collidable

+ position
+ radius
+ ref

+ GetPosition()
+ SetPosition()
+ operator*()
+ operator->()
+ getKey()
+ operator<()
+ get()
+ Collidable()
+ Collidable()
+ Collidable()

CollideArray::Collidable Backref

+ toflattenhints_offset

+ CollidableBackref()
+ CollidableBackref()
+ CollidableBackref()
+ CollidableBackref()